How Indie Games Affect Gaming

Community SGoldAndS Aug 10, 2022

I'd like to talk about how much indie games affect gaming.
I'm an indie game developer myself right now and I'm happy to share the experience that I got, too. Game development is an art.
A couple of years ago, there was a not very pleasant event in my life – many of my friends left. And it turned out to be much more problematic than I expected. Life became empty so abruptly. And then one of my friends texted me to try Undertale.

In fact, I was very skeptical about independent gaming at the time because I didn't have enough experience – I played games like Halo, Animal Crossing, and Gears. However, this indie game brightened up my week, and really managed to change something in my life. Undertale tells the story of a man who fell underground. And he finds friends (if of course you are kind in heart and do not wish harm to anyone!) and spends time with them. I was amazed at how much just one person was able to convey the character, the sensuality and contact of these characters in such detail. It seemed to me as if each of them was really my friend. In fact, it felt like they were next to me.

Since then, I've started paying attention to an increasing number of indie games. I passed a great game Hollow Knight – one of the latest indie games. And I did it at 1000 G! Each new story, created by people like me, provided a truly new experience, available to everyone. I became interested in developing video games (which I still do), and also joined the Xbox Ambassadors program in the fall of that year, because I really love games, as they once really helped me cope with an uncontrollable life situation. And I sincerely understand every gamer – what they feel while playing!

The Xbox Ambassadors community has been very welcoming to me. And I followed suit, accepting new members as warmly as they once received me. I

am very happy to play and spend time with gamers in LFG and feel it is my duty. During this time period, I was also able to speak with the developers of some independent developers to find out how they are doing with game development.

After all, we are colleagues whose duty it is to present players with the best gaming product, as developers. Indie games are in no way inferior to large projects, because the developers put a part of themselves, their soul into them. They demonstrate what they have inside: their humor, their worldview, the morality that the player must learn. I am very excited that the Xbox Ambassadors community will be able to get acquainted with these projects in August, because if a person is still not familiar with the world of indie, he should definitely do it. Indie games for everyone. Gaming for everyone!